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HOW TO CATCH

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Almost from the very inception of the game until the present time—as player, manager and magnate—Mr. Spalding has been closely identified with its interests. Not infrequently he has been called upon in times of emergency to prevent threatened disaster. But for him the National Game would have been syndicated and controlled by elements whose interests were purely selfish and personal.

The book is a veritable repository of information concerning players, clubs and personalities connected with the game in its early days, and is written in a most interesting style, interspersed with enlivening anecdotes and accounts of events that have not heretofore been published.

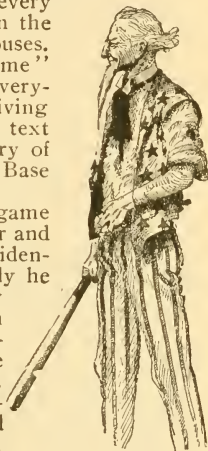
The response on the part of the press and the public to Mr. Spalding's efforts to perpetuate the early history of the National Game has been very encouraging and he is in receipt of hundreds of letters and notices, a few of which are here given.

ROBERT ADAMSON, New York, writing from the office of Mayor Gaynor, says:—"Seeing the Giants play is my principal recreation and I am interested in reading everything I can find about the game. I especially enjoy what you [Mr. Spalding] have written, because you stand as the highest living authority on the game."

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GEORGE W. FROST, San Diego, Calif.:—"You and 'Jim' White, George Wright, Barnes, McVey, O'Rourke, etc., were little gods to us back there in Boston in those days of '74 and '75, and I recall how indignant we were when you 'threw us down' for the Chicago contract. The book is splendid. I treasure it greatly."

A. J. REACH, Philadelphia, old time professional expert:—"It certainly is an interesting revelation of the national game from the time, years before it was so dignified, up to the present. Those who have played the game, or taken an interest in it in the past, those at present engaged in it, together with all who are to engage in it, have a rare treat in store."

DR. LUTHER H. GULICK, Russell Sage Foundation:—"Mr. Spalding has been the largest factor in guiding the development of the game and thus deserves to rank with other great men of the country who have contributed to its success. It would have added to the interest of the book if Mr. Spalding could have given us more of his own personal experiences, hopes and ambitions in connection with the game."

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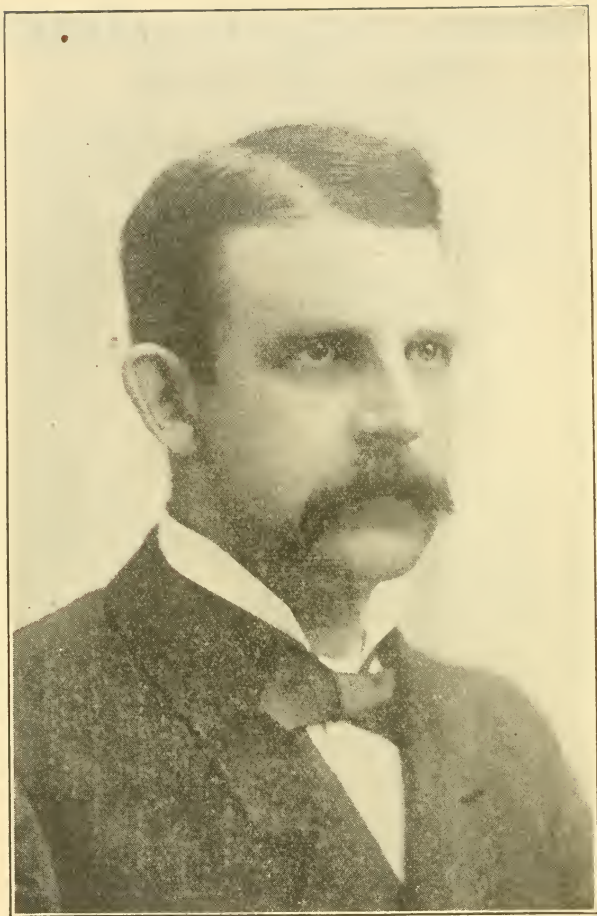
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HOW TO CATCH



NEW YORK
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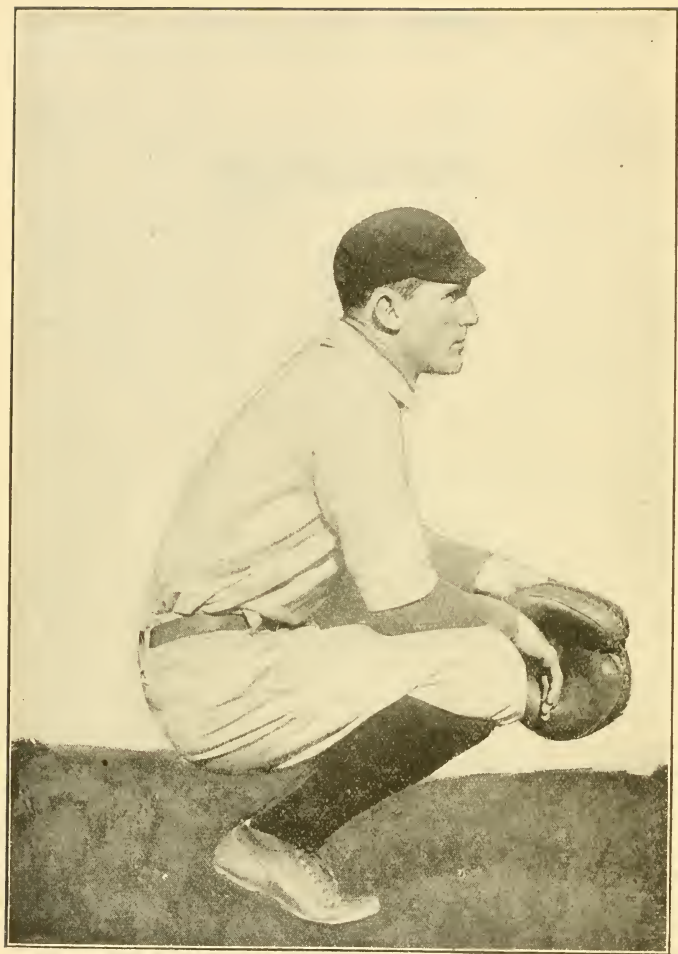
INTRODUCTION

Give a manager of experience his choice of one first-class player around which to build a team and he will choose a catcher.

If you wish to become the hardest worked member of a team, put on a mask, protector and big mitt and get behind the bat. You will get little credit for a good part of your work, but will be doing more for the success of the team than any single member of it, provided you hold down the position properly.

No team in the history of the game has ever been a success without a catcher ranking among the first flight, and sustained success is impossible without one. Wilbert Robinson had more to do with the phenomenal success of the three-time pennant-winning Baltimore Orioles of 1894, 1895 and 1896 than the superficial observer would be apt to imagine. Jack O'Connor was one of the men who made Pittsburg a pennant winner and when he left, the Pirates were dealt a blow which told in 1904 when the old pitchers had left the team or ceased to be effective. Lou Criger and Farrell made the Boston team a pennant winner and after that world's champions. With Johnny Kling the Chicagos were pennant winners. Without him it lost the flag. Roger Bresnahan was prominent in New York's pennant winning. And the rule that a good catcher goes far toward making a good team, goes back to the time when a catcher wore no gloves and was known by his broken and gnarled hands, though he was not of as much importance then as he is now so far as brain work was concerned.

The reason for the importance of a good catcher can more easily be understood when his position is taken into consideration. He is the only player who has a view of the entire field at all times and who is in a position to see everything that goes on. He is at the point where all of the fielding interests centers with a batter up, and his signals can be seen by all of his own players while invisible to the opposing ones.



CATCHER DOOIN.

Even the pitcher is dependent upon the catcher for his success to no small extent. Upon the catcher falls the duty of signaling what kind of a ball is to be pitched. It is to him that a young pitcher owes much of his success or failure. An older pitcher may protect himself to some extent by refusing to pitch a ball called for by the catcher and giving his own signals for another, but one who is new to the game must place reliance on his receiver. Even an older pitcher will find it to his advantage to allow the catcher to decide upon what is to be pitched, as the latter has a better chance to judge the batter than the pitcher. On a major league team young talent must be broken in right along to take the place of that lost, and an old and experienced catcher is of untold value in this work.

The catcher is the first man on the team to see incorrect playing in the field and he must have the entire team well in hand. With men on bases he must plan plays to catch the runners and signal the infield accordingly. In the meantime he must be working the batter. A catcher of the right sort must be the concentrated brain power of the team. Besides this he must do his share of the mechanical work, some of the hardest on the team. He must stand up in front of swift pitching and hard-driven fouls, and on foul flies he must do work which requires fleetness of foot and a good eye.

With all of the hard work the only plays for which a catcher gets much credit are throwing to a base to catch a runner and catching foul flies. These are the only ones which are spectacular and they go to make up but a small per cent. of the work which brings real success behind the bat.



1, Strunk scores in fifth inning of fourth game; 2, Oldring safe at home in fifth game; 3, Merkle makes a home run in the seventh inning of fourth game; Burns and Murray also scored on this hit; 4, Oldring out at home in the first inning of fourth game; 5, McInnes scoring first run for Athletics in fourth game.

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THE KEY-NOTE OF CATCHING

John J. Kling, a famous catcher, gives the following advice on playing his position:

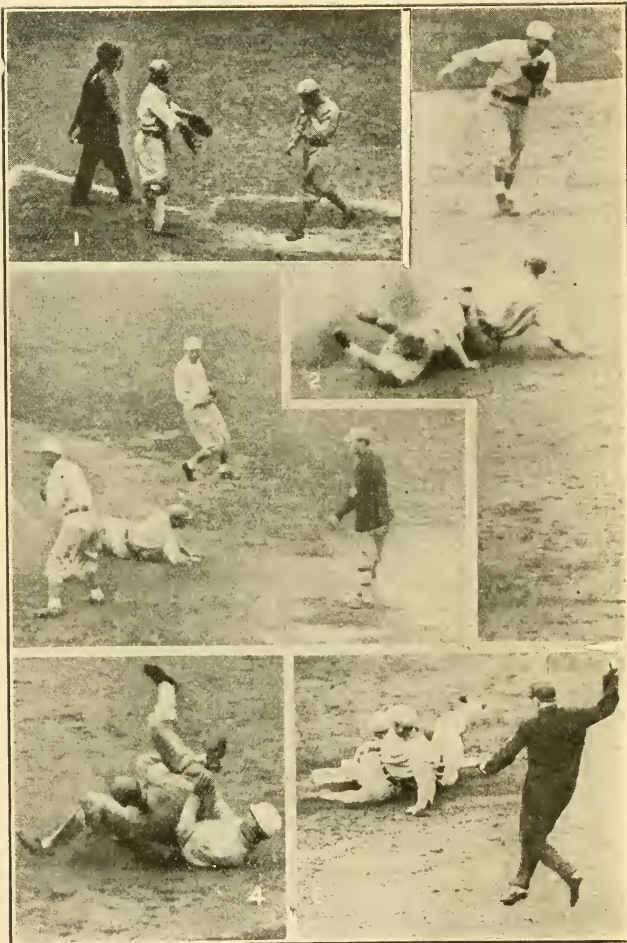
The secret of intelligent, successful catching must ever be in detecting the batter's weakness and signalling the pitcher to take full advantage of it.

Some batters have many weaknesses, some have few, while the batting kings have apparently none at all, but the aspiring catcher can depend upon it that there has never been and never will be a batter so great as not to have some vulnerable point.

The catching position is one, therefore, that calls for a constant battle of wits between its occupant and the man standing in the batsman's box. You may talk about your throwing, your ability to stop bad deliveries and your blocking runners from scoring at the plate, but all of these things, while decided essentials in the work of the catcher, pale into insignificance when compared with the ability to keep the batsman from hitting safely. Every batter is endeavoring to make a safe hit and the more the catcher materially aids in preventing him from accomplishing that laudable purpose, the fewer chances he will have to test his throwing ability or his skill in tagging a runner as he endeavors to slide under or swerve around the waiting ball and cross the plate.

In ninety-nine cases out of one hundred, it is the catcher's duty and privilege to signal the kind of ball the pitcher should deliver to the batsman. The importance, then, of the catcher signalling for the most effective ball for that particular batter and at that particular time can readily be seen. And how can the catcher act blindly—on mere guess work? In taking his place behind the bat, the first thing a catcher should do is to try to discover the batter's weakness and then signal to the pitcher accordingly.

Should the batsman come to the plate showing signs of trying to place the ball in right field—an intention the alert catcher will



1, Burns scores for the Giants; 2, Collins steals second in first game, Fletcher attempting the put-out; Baker brought him in with a home run; 3, A quick throw from Marquard to Merkle catches Oldring off first; 4, Collins putting out Fletcher on an attempted steal by the latter; 5, Shafer out at second on a perfect throw by Lapp to Collins. Copyright, 1913, by Int. News Service.

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soon detect by noting the position in which he stands—he should signal the pitcher to pitch inside and high. Should the batsman give indications of trying to place a hit in left field, have the pitcher deliver the ball on the outside. This method of procedure “crosses” the batsman most effectively.

Now, this is only one form of displaying headwork, and headwork is the thing that makes a catcher successful. He must first have the natural qualifications for the position, of course, but much of the mechanical skill shown by a catcher comes only after careful study. With all of the natural qualifications, there can be no real success without good headwork. Before the present scientific game came into existence headwork may have been of less importance, but every catcher knows how important it is at the present time.

The catcher must be to a large extent in command of the game. His position forces this upon him, as he is the only one who can command a view of the entire game. On him must always rest to no small extent the duty of engineering plays while the opposing team is at bat and upon the success of these depends much of the team's success. If a catcher weakens at a critical point there is but little hope of winning, as errors by him are not only costly but they will unsteady the team as well.

A catcher must have a good eye and a clear head at all times. The mechanical work behind the bat is enough to keep him busy, but in addition to that he must know all about inside work and keep this information where he can call upon it at a second's notice. He must be able to see the move of a base runner which indicates his intention to try for another base and keep in touch with the infield to prevent a steal or cut off a hit and run play.

The most notable instance of the effectiveness possible occurred during the World's series with Detroit in 1908, when three men were caught off the bases and not a ball was hit.

Davy Jones was on third, Schaefer on first and Cobb at the bat. Schaefer attempted to steal second. As the ball was pitched wide, a bluff throw was made to head off Schaefer, but instead Davy Jones was nipped off third.



SWEENEY.

The next ball pitched was a "ball," making two balls on the batter. As Schaefer was taking a big lead off of second, Brown, who was pitching, pitched out and a snap throw was made to Evers, who caught Schaefer off the bag. That made three balls for the batter and as the next ball was a bad one, Cobb walked. He attempted to steal second on the first ball pitched to the succeeding batsman, and was caught stealing.

The foregoing instance is only notable because of the unusual number of consecutive put-outs made by quick thinking and action. The catcher's daily work is full of such instances, mostly of a separate nature. Upon his ability to think and act quickly depends the success of his team in each game to a very large extent.

In addition to all of this the catcher must keep the pitcher going at top speed and use his abilities to the best advantage. The exacting work of a catcher is one of the reasons why few of the younger generation of ball players are coming out as first-class men.

The natural qualifications for a catcher do not place so much of a limit on a youngster trying for the position. A catcher to be successful, however, must be a stoutly-built chap or he will not stand the hard knocks he is constantly getting without being forced to remain out of the game a great part of the time owing to injuries. A good arm is one of a catcher's most valuable assets and his chances for success with a poor one are nil. The strain on a catcher's arm is almost as severe as that on the pitcher's, owing to the quick snap he is forced to use. If you have a good arm take care of it. Many players injure themselves by cutting loose in the spring before their arms have had a chance to toughen up. Take it easy until you feel sure of yourself and then the danger of getting a sore arm will be reduced to the minimum.

In conclusion, the best advice to give a young catcher is to take the best care of himself. Perfect physical condition has not a little to do with success, and if you take care of yourself during the time between the seasons you will be in better condition during the season.



1, Shafer safe at first; 2, Herzog puts Baker out at third; 3, Schang reaches second on a throw-in of his single which scored two runs in the fourth game; 4, Baker scores a home run in first game; 5, Burns put out by Baker after being trapped between second and third in first game; 6, Matty safe at second in second game.

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SCENES IN THE WORLD'S SERIES, 1913

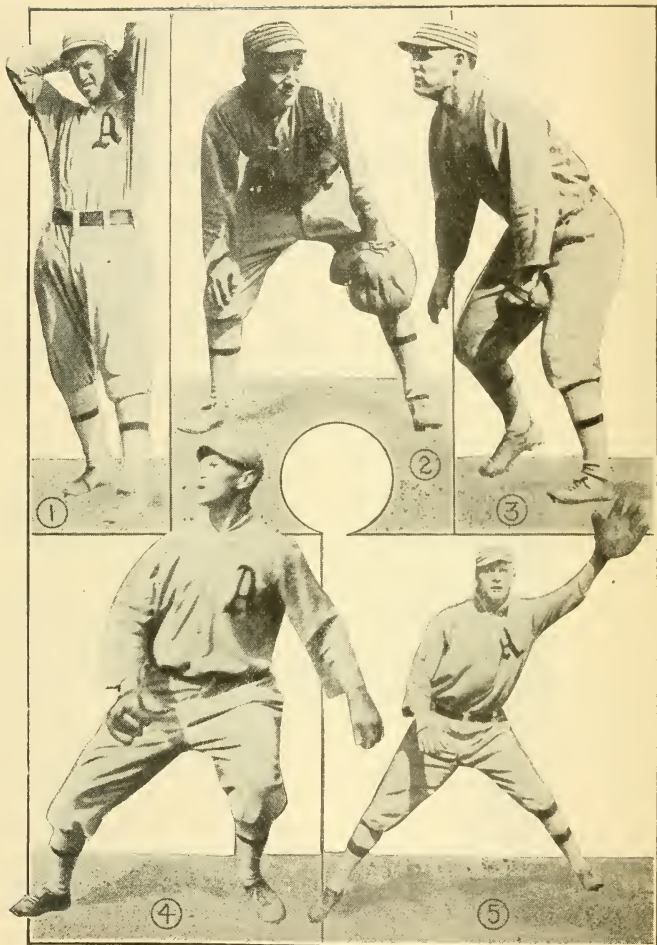
VIEWS OF A VETERAN

BY LOU CRIGER.

A good arm and a good head are the two things which go together to make a good catcher. One is of no great use without the other—but combined, they insure success. A good arm frequently fails because the brain to use it is lacking. This is true not only in running the game but in developing your throwing as well. A good many catchers have arms that are perfectly sound and which give them no trouble, yet they fail to use them to the best advantage owing to a failure to study out the best way in which to handle themselves.

To a light man headwork is of even more importance than it is to one built on stouter lines. The latter can take more hard knocks without being injured and forced out of the game while a lighter built man must do quick thinking when he takes chances with a runner at the plate. "Sand" is one of the things a catcher must be long on, but even if he is, it will do him no good if he does not avoid being hurt whenever he can do so. Fearlessness is one of the things which will prevent a catcher from being injured, provided it is coupled with a cool head and clear judgment, but mere rashness does little good.

Headwork in a catcher is of the utmost value to his team. A catcher who knows his own players and those of the opposing team can pull off plays which would be impossible without that knowledge. This is especially true in regard to the opposing batters. A catcher is in a good position to tell what a batter is doing and a little headwork will frequently result in an easy out or even a double play when there are men on bases. Try to trick a batter into looking for a certain kind of ball. Then call for another and there is a good chance of sneaking a strike over. Constant study is necessary in order to know your batters, as



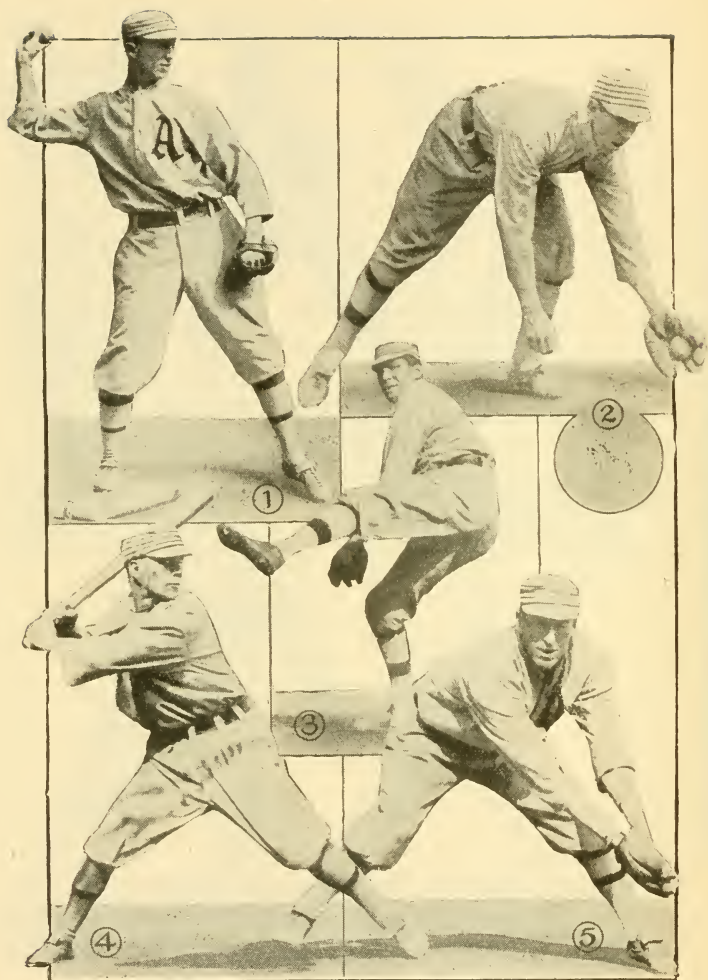
1, Bush; 2, Lapp; 3, E. Murphy; 4, Strunk; 5, Oldring.

A GROUP OF PHILADELPHIA AMERICANS—WORLD'S CHAMPIONS.
Van Oeyen, Photos.

young players are constantly being brought out, and even old ones may learn a new trick.

In handling base runners a good understanding with your fielders is essential. You cannot work tricks to catch a man off base at all unless you know the men with whom you are working and have confidence in them. A hard feat for a catcher to perform is to catch men off first or third. Good condition plays an important figure in the game and this is best gained by taking good care of oneself at all times. During the playing season it is sometimes hard to keep from going stale in hot weather, but this will not worry a young catcher unless he is in a position where he is worked steadily.

The catching position is not one that is recommended for one who expects an easy task, but for anyone really interested in the game it offers attractions that overcome the disadvantages. There is plenty to keep a thinking catcher busy all of the time, and success is in a large measure its own reward even where salary is not a consideration.



1, Baker; 2, Collins; 3, Bender; 4, Schang; 5, Plank.

A GROUP OF PHILADELPHIA AMERICANS—WORLD'S CHAMPIONS.

Van Oeyen, Photos.

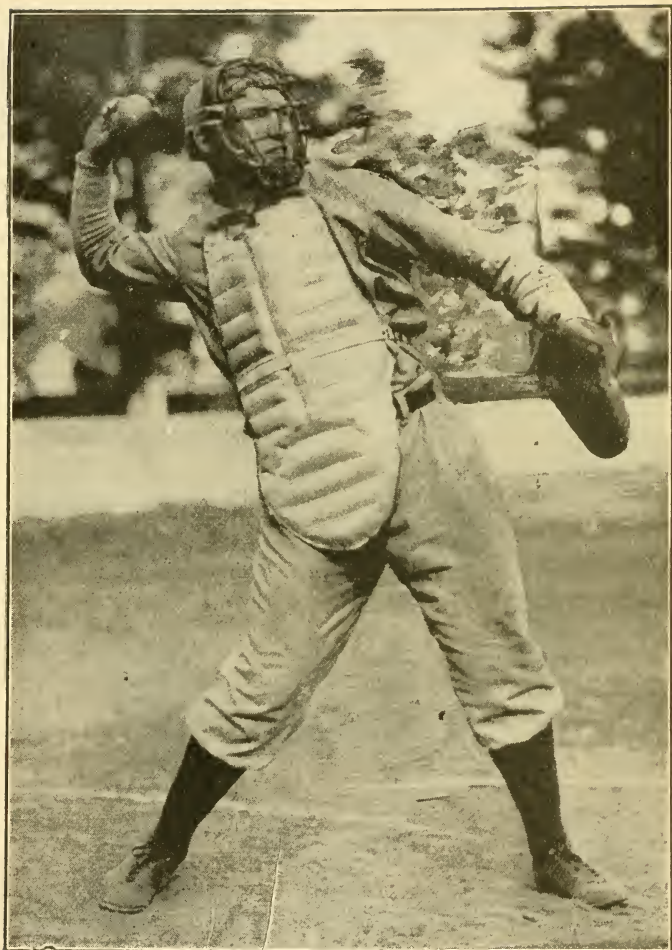
PRIME REQUISITES

In the first place the catcher must have a good arm. Having that, he should develop a snap throw, a quick, short snap of the arm from the shoulder. This style of throw is excellent to catch base runners and it would be a good idea for young catchers to practice it. In throwing to base one thing to avoid is taking too wide a step. The backstop wants to keep himself close together, as it were, and be in a position to make a quick throw to any base. You have better control of yourself that way, and for throwing to second especially you get the elevation you need for the long speedy throw.

The accuracy of the catcher's throw sometimes depends on how the ball comes to him. The right foot is the pivot in throwing, and while the step is generally useful for throwing to all of the bases, the throw can be made to first or third without taking it. As previously said, it depends a good deal on how you get the ball.

A catcher must have a clear head and be alert constantly. Also he must be a thinker. He thinks while he is behind the bat, and between innings he is thinking of who the opposing batters are in the next inning and how to deal with them. He must watch the batsmen as they come up and the men on the bases, if there are any. It is the catcher's business to study the batsmen and learn what they can hit and what their weaknesses are. There are some batters who are hard to fool on anything, but all of them have a little weakness of some sort.

Activity on the feet is a prime requisite. The backstop has to move for a pitched ball quickly if it is wide, and he must be ready to make that move. Another thing: Don't move too quickly—that is, too soon. If you do that, in the case of a pitch-out, for instance, you are only telegraphing the base runner what is doing.



CARRIGAN.

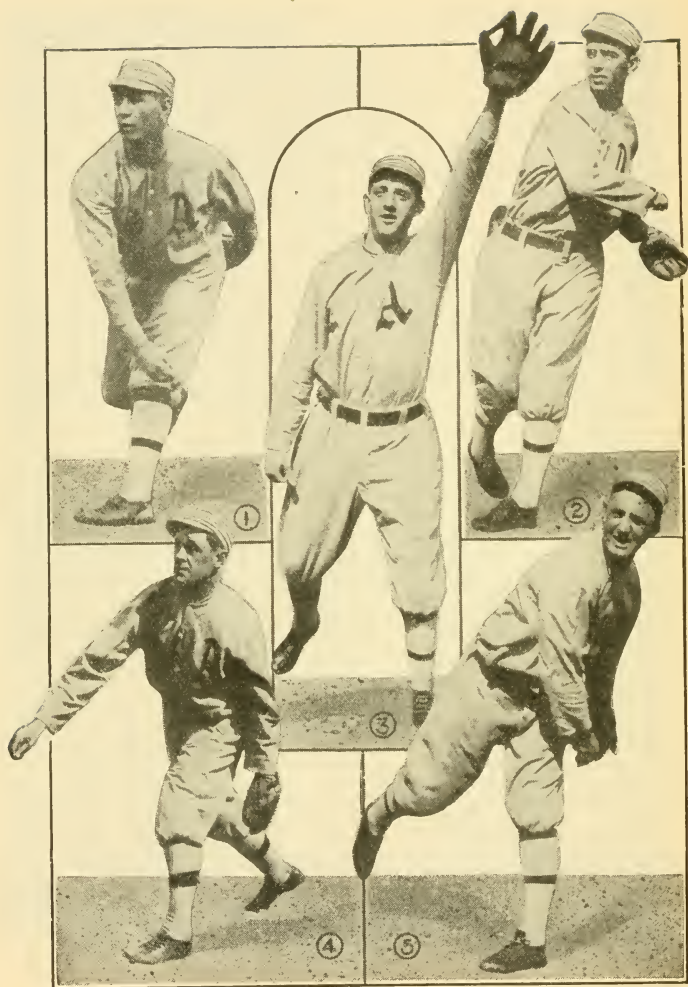
When a new batter comes to the plate, one whom you don't know what kind of a ball he can hit, feel him out. If he hits a high fast one and shows that he likes it, try him on something else the next time. You'll soon find out what he likes and doesn't like.

It is a good plan for the budding catcher to pick out some first-class backstop to watch, study and copy. Practice in going after foul flies—something the catcher has to look after a great deal in a ball game—is a valuable thing to do every day. He should never neglect getting lots of practice in going after them.

The catcher is the main point of a team in defensive work. Knowing the batters as he does, or should, it is his duty to direct the fielders where to stand. Particularly does he direct a new fielder on his team where to play for the different batters. His eyes is on the whole arrangement of his fielders and on the individuals. He must also know the strength and weaknesses of his own pitchers, know what the different pitchers can do, study their curves and the effectiveness of them as applied to the different batters.

Backing up is something a catcher has to do now and then, but there are times when he mustn't go away from the plate and leave it uncovered. The only time he should back up is on a double play, but then not when there is a runner on second base or third base. In such an event, if the throw to first goes wild, the runner on second or third will come home if the plate is uncovered. There is enough exertion for the catcher without his tiring himself by a great deal of backing up.

In stopping plays at the plate, touching runners there, it has been found that if the ball gets to the catcher before the runner arrives, the catcher has time to shift his feet and get them out of the way of the runner. Of course, if the ball and runner arrive at the same time, the catcher must hold his ground. If the runner slides for the plate, it is a good plan to slide with him—fall with him, that is, and in the same direction. It protects the catcher from the runner's shoe plates in case they collide.



1, Houck; 2, Barry; 3, Wyckoff; 4, McInnes; 5, D. Murphy.

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Van Oeyen, Photos.

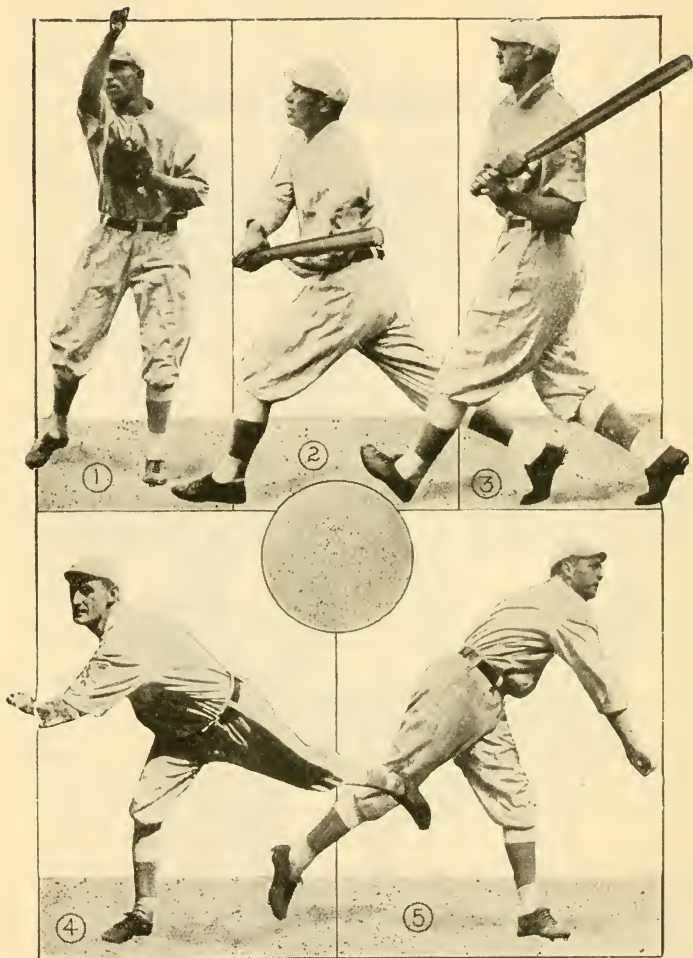
QUALIFICATIONS NECESSARY

Size and weight are important qualifications behind the bat. Small, light men have but little chance and should try for some other position where the probabilities for success are greater. A tall man of spare build may succeed, but even here success is doubtful. The best men behind the bat are those of solid build and a man weighing under 150 pounds stripped will succeed better elsewhere. The weight is required in order to stand up under the constant fire of the pitcher, in steadying oneself for throws to second and in withstanding the rough usage a catcher gets at the plate from base runners. The place where the most desperate chances are taken by the runners as a rule is at the home plate and the catcher must stand the brunt of this.

Absolute fearlessness is one of the cardinal qualities of a great catcher and with this he must have a cool head, quickness of thought and action and a good eye. A catcher with these qualities is the making of a team. A good arm is an essential, but even some of those who have great ability in throwing when the bases are empty fall down with men on the bases. A quick, snappy throw is required of a catcher and this can only be accomplished by leaving out the full swing used in throwing in the field. Most of the work is done by the arms with the assistance of the shoulders. Here is where weight comes in, as it gives a solid foundation for the throw.

Extremely heavy men are still seen behind the bat but they are disappearing from the major leagues. Speed is a desirable quality in a catcher just as much as in any other player and weight is a hindrance to this. A fast man, other things being equal, will always be given the preference over a slow one, owing to his ability to get foul flies and run the bases.

Summed up, the ideal catcher is one weighing, say, 160 or 170 pounds, and well proportioned. If you are inclined to be heavy it is the best position for which you can try and the one in which you are most likely to prove successful.



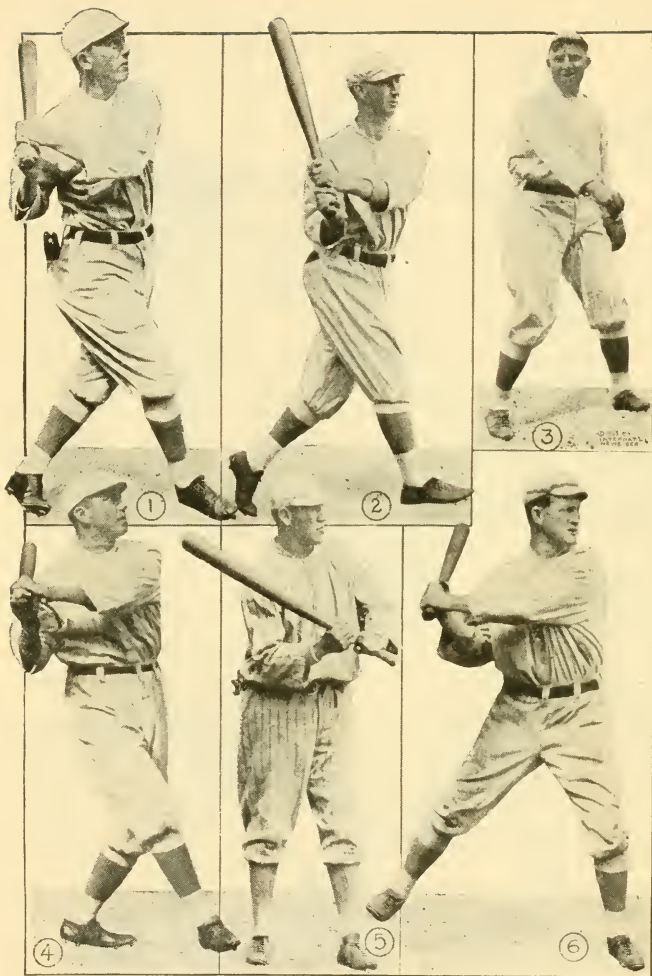
1, Merkle; 2, Meyers; 3, Fletcher; 4, Wiltse; 5, Shafer.
A GROUP OF NEW YORK GIANTS—NATIONAL LEAGUE CHAMPIONS.
Conlon, Photos.

REGULAR PLAYING POSITION

Your position behind the bat must be such that you can handle pitched balls without danger of them getting away from you and also be in a position to cover the bases when there are runners on them. The rules require the catcher to stand directly behind the plate even when there is no necessity for this.

The catcher has two positions. The first is used before the ball is pitched and its main purpose is to exchange signals with as much secrecy as possible. In this, crouch well down with the feet together and hold the mitt in the angle formed by your body and thighs. If the hands and body are held right you can signal in such a way that your signs can be understood by your own pitchers and fielders without their being seen by the coaches of the other team. If there is a runner on second, however, you will have to be more careful, as he can see signals made in your mitt. Signals can then be exchanged by holding the hands up just in front of the eyes and making signs from under the mitt in such a way that they will be concealed from even your own players excepting the pitcher. Be sure to let your own fielders know what is coming in some way.

The second position is the one taken as soon as your signal has been understood and accepted. Stand up with the body leaning forward and the glove and ungloved hand extended toward the pitcher. Be sure not to turn in the direction in which you expect the ball to come, as this will give the batter an idea of what to look for. The hands should be held almost in line with the two edges of the plate so that your pitcher will know accurately the location of the latter without looking down at the rubber itself. The feet should be spread far enough apart to give you a firm stand, but do not sprawl out to such an extent as to prevent your jumping to either side or into the air with the greatest amount of speed.

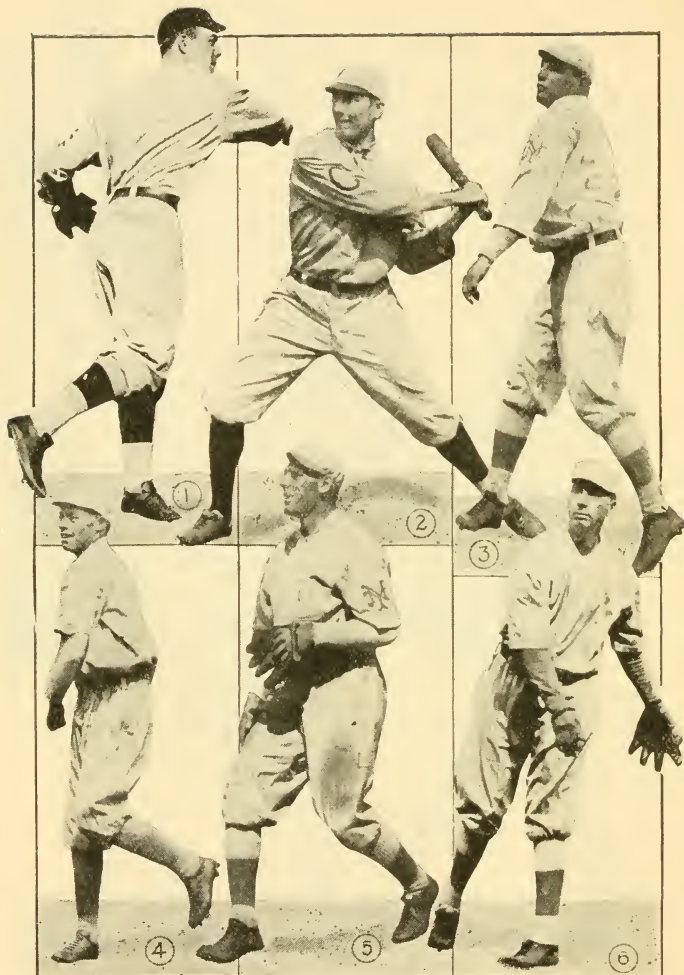


1. Cooper; 2. Grant; 3. Crandall; 4. McCormick; 5. Thorpe; 6. Murray.
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 Conlon, Photos.

From this position you can handle wide pitches to either side of the plate or make a jump for a high-thrown ball. It will also allow you to start fast in getting foul flies. In throwing to base you can step out to either side with ease and send the ball down to the base with the least amount of delay. In setting yourself always pay attention to which side of the plate the batter stands and set yourself so as to be able to throw from the opposite side.

In handling flies the main thing is to get a quick start. Never use both hands to pull off your mask. The latter should not be held on the head so tightly as to make getting it off at all difficult. Learn to flip your mask off with one finger and send it to your rear where you will not be hampered by stepping on it. A quick start is even more important than great speed after you get going, owing to the number of fouls which drop but a little way from you, attaining but little height.

Catchers differ in their method of getting the ball away for a throw to the bases. Some of them take time to place the ball in their hand with the aid of the glove before throwing. Others throw the ball just as they catch it without any particular attention as to the grip they get. Always try to catch the ball in such a way that you will be able to get it firmly in your grasp, but unless you find that you cannot throw accurately without placing the ball, it is well not to pay too much attention to this latter. It loses a fraction of a second, which is precious, and unless you have a very fast throw it will lose out for you.



1, Burns; 2, Bescher; 3, Hearne; 4. Schupp; 5, Schauer; 6, Fromme.

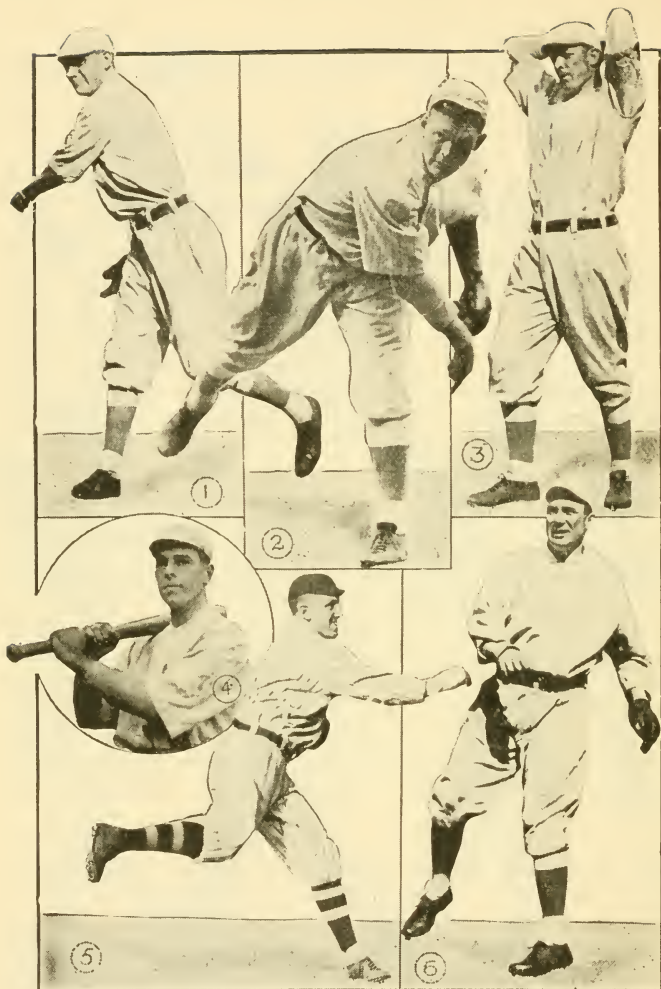
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CATCHERS' INSIDE WORK.

Your most important business is to fool the batter and to do this you must study your batters and base runners and keep posted on changes in the game. You must know what kind of a ball your batter can hit best and where his weak point lies. Even if he is weak on a certain ball it is seldom safe to give him too many of these or he will lay for one. Mix up your signals and especially is this the case when you are up against a batter you do not know.

In working a batter there are some rules which it is safe to be guided by in case you do not know what your batter can hit. Straight balls are the ones easiest to hit and they should only be used after you have tried something else as a rule. The only case where the first ball called for should be a straight one is where a batter has the habit of letting the first ball pitched get past him. For a left-hand batter there is nothing safer than a curve, as a left-hand batter will kill a straight ball, as a rule. On the other hand, slow balls when mixed in with speed are extremely hard to hit and if hit they offer easy opportunities to the fielders as a rule. Balls inside of the plate close in to the batter are also hard to hit and all of the varieties just mentioned are good ones to use on an unknown batter. Mix them up, however.

In order to fool the batsman signals must be used and upon their correct use depends much of the catcher's effectiveness. Signals vary all the way from the placing of your fingers on the glove in a certain way to the most complicated systems of using three or four signals for the same kind of play. The simplest kind of signals are the best, provided they can not be seen and interpreted by the batsman or coaches. Be sure that you have your signals perfected and that the pitcher and other members of the team are thoroughly familiar with them. A misunder-



1, Marquard; 2, Tesreau; 3, Mathewson; 4, Snodgrass; 5, Demaree; 6, Doyle.

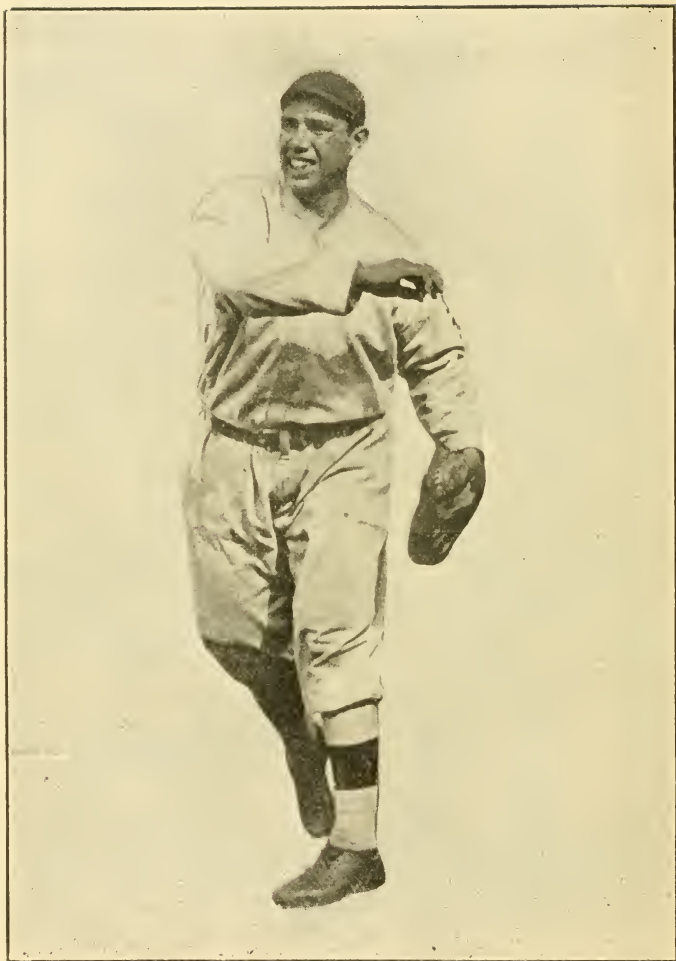
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Conlon, Photos.

standing at a critical point will lead to serious results unless the signals are well understood all around.

In using signals mix them up with headwork. Try to lead the batter into guessing wrong as to what you have signaled for. The pitcher can refuse a signal if he wants to and if you have an understanding with him you get him to refuse three or four signs and then signal for the original one. This gets the batter to guessing and that is what you want him to do. If you think the batter is on to one of your signals give it rather openly and then instantly change to another in such a way that he does not see it. Get all of your signals off fast, as this prevents their being readily read by the opposing players, but be sure you are understood before the pitcher delivers the ball. In connection with this you can sometimes mislead the batter by taking a position to catch a ball which you do not intend to have pitched. Leaning over to one side or the other will fool some batters into believing that the ball is coming to that side of the plate.

In connection with your signal work, and while not actually related to it, there is the work of keeping the batter interested in something else than hitting the ball. If you can get a batter who will talk to you or who can not stand being talked to, that is your chance. Try to divert his attention from the pitcher—for the moment his entire attention is not given to the pitcher and ball, he is much easier to fool. Do anything you can legitimately to attain this result.

In connection with signal work there is the placing of the fielders. The outfielders should be able to place themselves for batters, but if they do not, and the pitcher does not do this work himself, it is up to you. Use signs easily read by the outfielders or even wave them to the positions you desire them to occupy. The infielders can watch your signals to the pitcher and place themselves accordingly.



MEYERS.

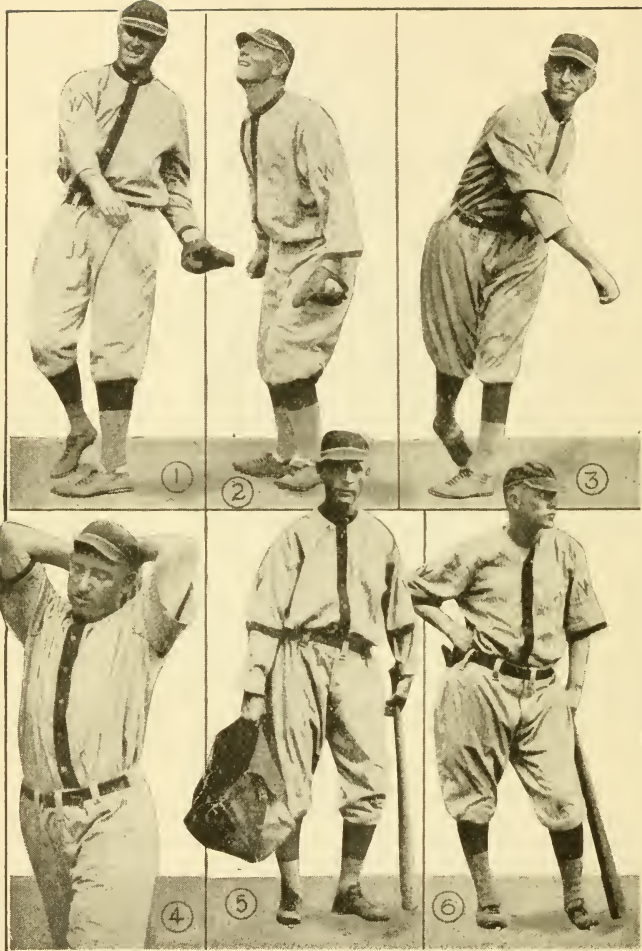
WORKING FOR BASE RUNNERS

Of importance only secondary to working the batter is working for base runners. A good arm is necessary in this, but without a clear head and an ability to think quickly even the former will be of little use. The catcher's duty is to keep the batter and base runner from working together and thus break up offensive team work. In order to do this with success he must know both the batter and runner and their capabilities.

The catcher's problem in preventing base stealing begins the minute a man reaches first. If there are no outs and the score is close the chances are for a bunt with the idea of sacrificing the man to second rather than an attempt to steal. Under these conditions signal for pitches in next the batter or fast low ones over the plate so that the batter will find it hard to control his bunt. With one out and a fast man on first a steal is to be looked for. Watch your runner and if you think he is going down signal to the pitcher for a ball well out from the plate so that you can whip the leather to second. Sometimes the runner is looking for this on the first ball pitched and he will also fail to go down on the second. He will be pretty sure to try it on the third in that case, and you had better take another chance and call for a third wide one. This play is risky with but one man out, as the batter may wait it out and get a base on balls, but with two down it is the correct play.

With two men out a steal is almost certain to be tried, and here it is a case of playing for the runner more than the batter. The idea of working over wide ones until the runner takes a chance is a good one here unless you have a batter with an extra good eye and you think the man on first is so slow that he has been given instructions to wait it out as long as possible.

When a runner does start to steal, straighten up quickly, take a small step forward and away from the batter and snap the ball



1, Johnson; 2, Milan; 3, McBride; 4, Boehling; 5, Griffith; 6, Foster.

A GROUP OF WASHINGTON AMERICANS.

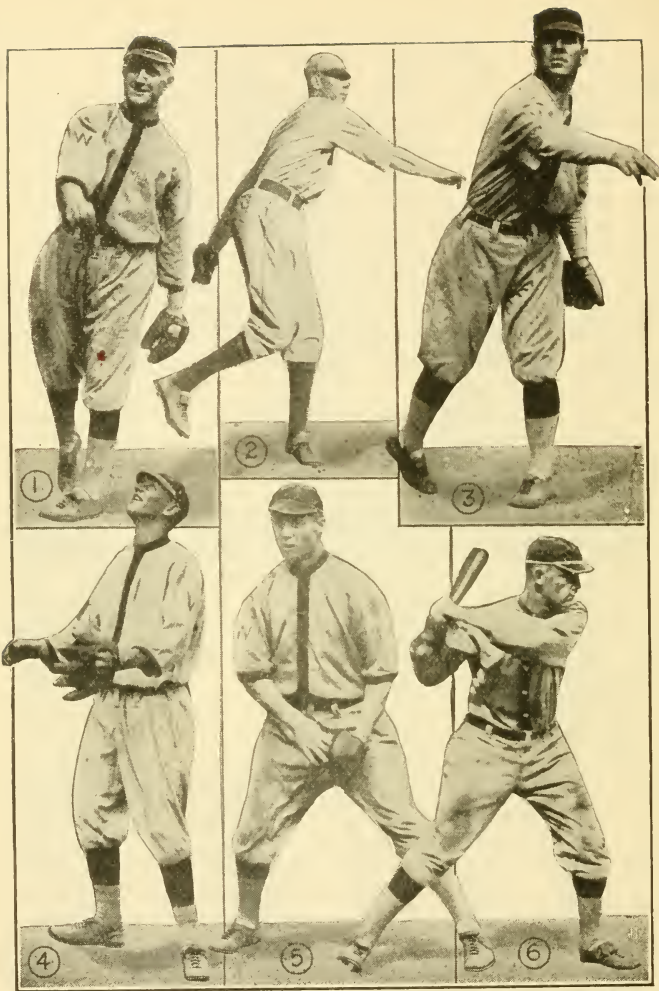
Van Oeyen, Photos.

hard and fast. The quickness with which you get the ball away has as much to do with success in catching base runners as the speed with which it is thrown. Throws should reach second low and well inside of the bag. If the shortstop and second baseman are watching your signals one or the other will be there to get the ball, the one depending upon which you have signaled to. The matter of signaling to cover second must be governed by the way the batter is likely to hit the ball and the capabilities of the men at short and second. When you are laying for a runner give your signal so that the man who is to cover the bag will know that an "out" is to be pitched and there is no danger of the ball being hit.

In throwing to first to catch a man napping off that bag always signal the first baseman and be sure that he understands what you are going to do. Then signal for an "out" and snap the ball to first quick. Never let the base runner know what you are trying for—especially if you are trying to catch a man napping off any of the bags. With a man on second there is not so much danger of a steal, but keep your eyes open and make sure that the runner does not catch you napping. With men on first and second and an attempt to steal, hustle the ball to third and then back up behind the third baseman while the run down is being made.

With men on second and third the only thing to watch out for is the man at third.

Now we come to the most difficult situation a catcher has to face in handling base runners—the one with a man on first and one on third. Coolness, judgment and a good knowledge of the base runners are required here for success. All catchers do not play the same way at this point but the most logical one takes into consideration the batter who is up. With a poor batter up make a bluff to throw to second in order to draw the man at third off the bag and then try to catch the latter. This will allow the man at first to go down but you can then devote your attention to the batter. With a good man at bat throw to second. If the man at third starts home the shortstop should take the throw inside of second and hurry it back to the plate. If he does not,



1, Morgan; 2, Groome; 3, La Porte; 4, Shanks; 5, Ainsmith; 6, Gandil.

A GROUP OF WASHINGTON AMERICANS.

Van Oeyen, Photos.

the second baseman takes the throw and tries for the man going down from first. This is the scientific way of handling the play, but it takes perfect work to insure success.

This brings us down to catching base runners at the home plate, and a catcher's sand and grit are brought out here. You must know how a man slides for home on close plays. If he comes in head first it is an easy matter to get him, but if feet first you must take your chances. If you have plenty of time you can fool your man by side-stepping as he comes past and tagging him, but you must be well toward third in doing this so as to be sure his feet do not cross the plate before the ball touches him. Some runners are timid and you can bluff them out of sliding into you, while others pay no attention, and these are the ones you want to watch for. On close plays you have got to take your chances with the base runner and stand whatever may be the consequence.

When a runner tries to score from third on a hit or out to the outfield the catcher must watch out for wide or low throws. If there is another man on the base besides the one trying to score you must use headwork in trying to get him, provided you fail to catch the man at the plate. On a single to the outfield, where a man tries to score from second and the throw is too slow to catch him, run in on the ball and whip it to second. If a throw is partly fumbled the runner will frequently try for an extra base, and if you keep your head you can sometimes catch him.



ROGER BRESNAHAN,
of the Chicago "Cubs". Note his shin guards, which he was
the first to introduce into base ball.

BEHIND THE BAT

By ROGER BRESNAHAN,

Formerly of the New York Giants and Manager of the St. Louis Nationals, and Now With Chicago "Cubs."

Many young players, who would make good catchers, have been deterred from trying for the position for fear that they might be injured. Broken fingers and split hands are not so much a drawback, for reason of any pain that may result, as they are for a possible physical deformity. Occasionally a young player is heard to say that he doesn't care to become a catcher because an enlarged finger joint may interfere with his penmanship in later life, or spoil his chances of enjoying himself with some musical instrument of which he is fond.

So far as this is concerned, the modern appliances for protecting the catcher have so well eliminated the possibility of injury that the man who plays in the position is in no more danger than the first baseman, or, for that matter, other infielders.

Almost all catchers have learned to receive the ball in such a manner that the gloved hand bears all the hard work. No matter how great the speed of the pitcher, the glove is such a well padded cushion that the shock of collision, when the ball meets the glove, is felt but little on the surface of the palm, and it is quite out of the question to sting the fingers as was the rule in days of old. The catcher speedily learns to "give" with the ball, and to use the ungloved hand, not as a buffer, but as a hinge to clasp over the ball at the moment of contact with the gloved hand to hold it firmly.

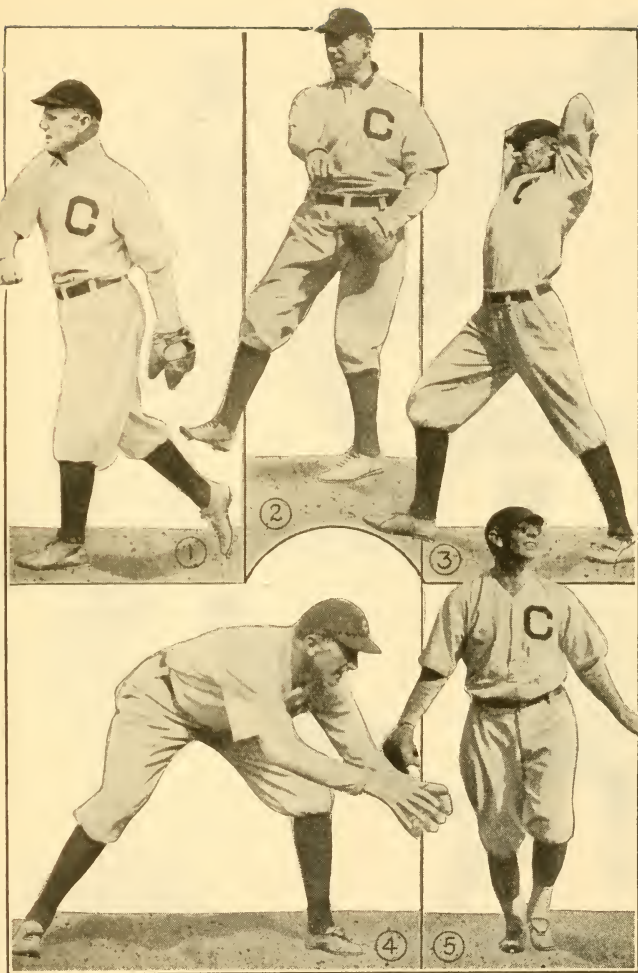
Occasionally the ball happens to be so deflected by coming into contact with the bat that it shoots to one side, and as the eye is not quite quick enough to gauge its flight the ungloved hand may get the full impact before the catcher has time to shift

himself to meet the changed direction. Once this was common, but now it is the exception rather than the rule, and while the catchers of old days show hands which are badly twisted, with many joints gnarled and swollen, the catchers of the present time are much better off in that respect, and probably will continue to improve in expertness as new generations begin to take part in the game.

There are many young players who would become catchers if they were sure of not becoming crippled, but the protection is so greatly improved over what it was in the past, that in the near future players will undoubtedly go from the beginning to the end of the year without being laid up once because of injuries, unless through some refractory foul. Often it has been hard in the past to organize amateur teams because of the difficulty in getting a catcher. If amateurs will take advantage of all that has been done for their benefit in recent years, they will be as willing to play behind the bat as to occupy any other position if they are inclined to become the receivers of the pitched balls.

Inasmuch as the glove has done so much for the catcher it is not out of place to say that it has changed in many details the work of the backstop. The old idea of catching was to fight the ball, to reach out for it, and grab it, almost before the batter had time to strike at it. Now that the catcher and pitcher work in such perfect harmony, owing to the prevalence of good signal systems, the catcher can place his gloved hand almost at the identical spot where the ball will come, and with his ungloved hand he is ready in a moment to grip the ball with firmness and throw it to bases if necessary, to head off some daring runner.

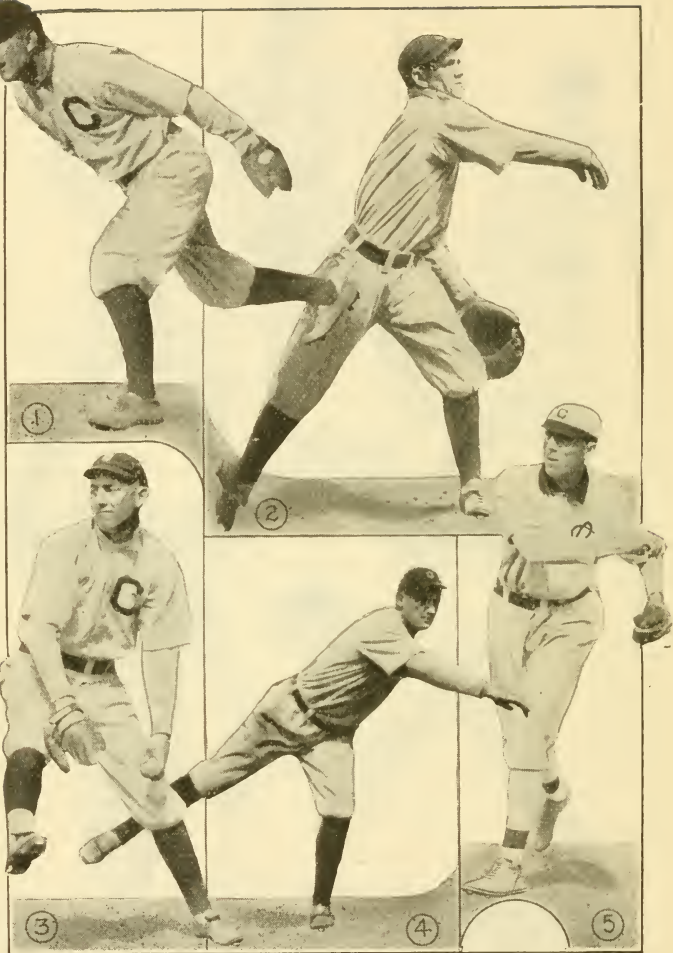
It is not necessary to place both hands in a certain position to receive the ball. Use the catcher's glove, as it is made now, and the beginner will quickly learn that one hand does almost all the work that two did in the old days, while the second, or free hand, is ready for any play which may arise at the moment. Thus it is that all catchers are by necessity and convenience more one-hand catchers than they ever were in the history of base ball.



1. Turner; 2. Lajoie; 3. Kahler; 4. Jackson; 5. Graney.

A GROUP OF CLEVELAND AMERICANS.

Van Oeyen, Photos



1, Birmingham, Mgr.; 2, O'Neill; 3, W. Mitchell; 4, Blanding; 5, Falkenberg.

A GROUP OF CLEVELAND AMERICANS.

Van Oeyen, Photos.

It will be found that in catching foul flies—one of the most deceptive plays that come to the man behind the bat—the glove is an important adjunct for assistance. It is necessary first, of course, to judge a foul fly successfully. After the catcher is once under it, if he will let the ball drop in his glove, and trap it with his ungloved hand, he will find it much easier to hold than if he makes an effort to make a fair two-handed catch. This is particularly true when the ball happens to be twisting. In years gone by, when the catchers used light gloves, or none at all, the "twisters" that arose behind the bat were a constant irritation. Perhaps one-third of the time the ball would wriggle out of the catcher's hands, no matter how bravely he tried to hold it, and the result would be another life for the batsman.

Using the glove properly, as it is manufactured nowadays, the catcher has but to let it get fairly under the ball, which will lodge securely enough to be easily held by the free hand. The concave surface of the glove seems to act as a deadener to the twist of the high foul fly, and unless the ball is spinning around at an unusually rapid rate, it is not apt to get away.

The glove does not interfere in the least in throwing to bases. On the contrary, its surface is so ample that it gives the catcher a chance to get a good firm grip on the ball, as it is received by him, and he is in position to throw the very moment in which he draws back his arm and hand.

STUDYING THE PITCHER

A heady catcher will study the pitcher he has to handle. No two pitchers are the same and an effective ball for one may not be at all effective for another.

Every pitcher has some particular delivery in which he is especially strong. Play your signals accordingly. Even if a certain delivery is best for a given batsman it may not be one that your pitcher can use effectively. When in a tight place, if at all consistent with good play, call for something at which your pitcher is particularly good and in which he has confidence. Confidence is no small point and with it a pitcher is more likely to get away with the play than if he is uncertain.

You must know the temperament of your pitcher to get the best work out of him. Some pitchers are naturally sluggish and unless you get them working they are likely to make a bad start. Hustle such pitchers along until they get into their stride. More pitchers are inclined to be nervous, however, at the start of a game. Handle the ball slowly and do what you can to keep your pitcher going evenly in this case. After the first inning or two the nervousness will wear off as a rule, but if the game takes a turn for the bad it is likely to return.

When a pitcher is getting hit you cannot handle one the same as another. The moment some pitchers become aware that you are trying to delay the game in order to give them a chance to steady down the worse they get. Then you must try tricks. Get a shoe unlaced or hurt your finger so as to gain a delay and take the pitcher's mind off the game. Frequently this will be enough to give the pitcher a chance to settle down and finish out in good shape. Most pitchers will be glad to take advantage of any delay you cause in order to give them a chance to regain their bearings.

Sometimes a pitcher will insist upon putting over a certain kind of ball continually. This is bad, but so long as the batter is missing the ball by a good margin the danger is not so great. Try to get him to vary his pitching, and if the batter is coming close to the ball make him change no matter what he thinks. Curve balls are much harder to pitch than any other kind and the wear on a pitcher consequently greater. Therefore do not call for too many curves but mix these with other styles of delivery. If a pitcher has an underhand delivery you can rest him up some when he gets tired from throwing overhand by giving signals for balls which are more easily pitched in the first-named way.

THE CATCHER AS A THROWER

When the runner gets on first base he is told to watch the pitcher, that he may know when to take a start to steal second. Every runner is cautioned to study the pitcher, in order that he may be familiar with every motion which he makes, so as not to be caught napping by some unexpected turn on the part of the man who has the center of the diamond to himself.

But while the runner is watching the pitcher, it is the duty of the catcher to watch the runner, and if the catcher has his heart in the game, it will not take him long to discover when the runner is really about to leave first or second, as the case may be, for the next base.

It is certain that a catcher must not only have the ability to throw, but he must be gifted with the power of throwing well and must also have the knack of throwing when he is not in a perfect position.

For instance, suppose the catcher has signed for an outcurve, and as occasionally happens in the heat of a game, the pitcher mistakes the signal, or by some slip of the foot when he delivers the ball, sends it to the batter in such a manner that the catcher must make a long reach and a quick jump to get it. At the same time the base runner takes it into his head to try for the next base. The catcher, in such an emergency, cannot wait to straighten to his full height, or to brace himself on both feet, but must send the ball from some awkward angle in such a manner that the baseman can get it. To do this requires the art of getting the ball away with speed, either by snapping it or throwing overhand—and it doesn't matter which method is employed so long as the ball is sent to head off the runner.

Every catcher can do this if he will only accustom himself to throw with a free arm. Too many catchers learn to throw in a cramped position, being filled with the false notion that they

cannot get speed on the ball unless they resort only to that method.

Beginners should learn to throw overhand; underhand, with a snap from the elbow, using the forearm to jerk the ball; with a side arm motion, something like that which is employed by the bowlers in cricket, in fact any way so that they get the ball into the field where it will do some good.

Another thing about throwing as it relates to the catcher is fearlessness. Some catchers are afraid to throw. They are more regardful of their fielding averages than they are of stopping base runners. It doesn't take the runners long to ascertain what men save themselves in that respect. A catcher who will only throw when he receives the ball just where it suits him, will quickly be spotted by veteran players, and amateurs are not long in finding out on what catchers they can take a lead. The catcher who will get the ball away on the instant, whether it happens to be perfect enough to retire the runner or not, is the one who is most dreaded by base runners, for they never know when the ball may be directed so perfectly that it will go squarely to its mark.

A catcher should always try to throw, so far as it lies within his power, in such a manner that the man who is to receive the ball will get it on that side of him which is toward the base runner who is approaching the base. It does not take long for catchers to ascertain whether they are likely to put a natural curve on the ball, and when they find that they do so involuntarily, they should do their best to adjust their speed in such a manner that the curve shall reach the required spot near the base, exactly as the pitcher tries to put his curve at a proper distance from the batter.

Catchers should never hesitate to use speed when they can do so in their long throws. In the first place, the ball is apt to carry with more precision. In the second place, there are few basemen who would not prefer to catch a hard throw in preference to one which seems to hold in the air. Swift throws lodge firmly in the glove and the baseman is not embarrassed in trying to hold them. In the third place, the speed of a thrown ball can

beat the speed of the best sprinter, and the catcher should never forget that his part of the game is to try to retire the runners, and do it as quickly as possible, without giving them the slightest opportunity to make the base. Often a fast throw, that happens to be a little low, will bound into the baseman's hands in time to permit him to touch the runner. If the throw had been slow the runner might easily have beaten the ball out.

If the pitcher is inclined to be loggy, return the ball to him with speed. It will wake him up and cause him to put more energy into his game. Some pitchers like to have the ball sent back to them "on the jump." They say that it keeps them active all the time and brings out the best that there is in them. If the catcher is lazy, and tosses the ball back to the pitcher somewhat indifferently, before long you will notice that the whole team which is in the field will become careless and slow. Observe a professional team with a slow catcher and see how great the difference when he is in the box and when there is a lively man behind the bat to keep everybody in motion.

Don't throw the ball when there is no chance to put the runner out. One great fault of young players is their eagerness to get rid of the ball. They want to put it somewhere because they want to get it out of their hands. The first lesson which a young player receives when he begins to play with a professional team is never to throw the ball without a purpose. Learn to time what the ball can do against a runner. It can beat him, as a rule, but can't beat him when the base is almost within his reach, and to try to catch him in such a case may mean that the baseman is not prepared for the throw and a wild throw may result which may cost the game.

No catcher need be troubled with a sore arm, if he will take care that the muscles, from the forearm up, never become strained. If they do feel sore, use a little massage. When beginning to throw the next day try the first attempts easily and increase the force as practice wears on. If players will learn to throw and use all the muscles there will be very few who will not be able to continue in base ball until advancing age stiffens them from natural causes.

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The Spalding "Official National League" Ball

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PATENT CORK CENTER

PATENTED AUGUST 31, 1909



Adopted by The National League in 1878 and is the only ball used in Championship games since that time and, as made now with Patent Cork Center, has been adopted for twenty years more, making a total adoption of fifty-four years.



This ball has the SPALDING "PATENT" CORK CENTER, the same as used since August 1, 1910, without change in size of cork or construction. Same ball exactly as used in World Series Games of 1910, 1911, 1912 and 1913.

No. 1 { Each, - - \$1.25
Per Dozen, \$15.00

Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

THE SPALDING "OFFICIAL NATIONAL LEAGUE" BALL
HAS BEEN THE OFFICIAL BALL OF THE
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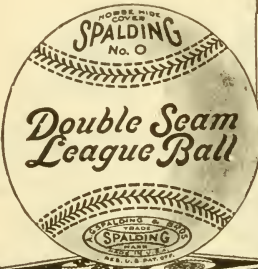
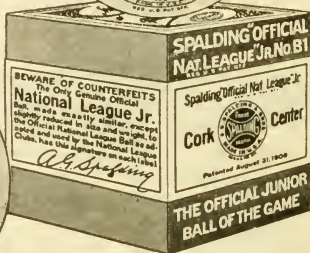
Spalding "Official National League" Jr. Ball

(Reg. U.S. Pat. Off.)
PATENT CORK CENTER

Patented August 31, 1909

Made with horse hide cover and in every respect, including patent cork center, same as our "Official National League" (Reg. U.S. Pat. Off.) Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

No. B1. "Official National League" Jr.
(Reg. U.S. Pat. Off.) Each, \$1.00



Spalding Double Seam League Ball

Pure Para Rubber Center

Sewed with double seam, rendering it doubly secure against ripping. The most durable ball made. Horse hide cover, pure Para rubber center, wound with best all-wool yarn. Warranted to last a full game when used under ordinary conditions, but usually good for two or more games.

No. 0. Each, \$1.25 Dozen, \$15.00

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**Spalding League
Rubber Center Ball**

No. 1RC. Horse hide cover, pure Para rubber center, wound with best wool yarn; doublestitched red and green. Each, \$1.00 Doz., \$12.00



**Spalding
City League**

No. L4. Horse hide cover, and rubber center wound with yarn. Full size and weight. Very well made. Each, 75c. Doz., \$9.00



**Spalding National
Association Jr.**

No. B2. Horse hide cover, pure Para rubber center wound with yarn. Slightly under regulation size. Each, 75c.

Above balls warranted to last a full game when used under ordinary conditions.



Spalding Professional

No. 2. Horse hide cover, full size. Carefully selected material; first-class quality. In separate box and sealed. Each, 50c.



Spalding Public School League

No. B3. Junior size, horse hide cover, rubber center wound with yarn. For practice by boys' teams. Each, 50c.



Spalding Lively Bounder

No. 10. Horse hide cover. Inside is all rubber, liveliest ball ever offered. In separate box and sealed. Each, 25c.



Spalding Junior Professional

No. 7B. Slightly under regular size. Horse hide cover, very lively. Perfect boys' size ball. In separate box and sealed. Each, 25c.



Spalding King of the Diamond

No. 5. Full-size, good material, horse hide cover. In separate box. Each, 25c.

Spalding Boys' Favorite Ball

No. 12. Lively, two-piece cover. Dozen balls in box. Each, 10c.

Spalding Boys' Amateur Ball

No. 11. Nearly regulation size and weight. Best for the money on market. Dozen balls in box. . . . Each, 10c.

Spalding Rocket Ball

No. 13. Good bounding ball, boys' size. Best 5-cent two-piece cover ball on the market. Dozen balls in box. Each, 5c.



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Spalding "Players' Autograph" Bats

No. 100. "Players' Autograph" Bats, bearing the signature of the player in each case, represent their playing bats in every detail. Made from the finest air dried second growth straight grained white ash, cut from upland timber, possessing greater resiliency, density, strength and driving qualities than that of any other wood. The special oil finish on these bats hardens with age and increases the resiliency and driving power of the bat. . . . Each, \$1.00

Carried in stock in all Spalding stores in the following Models. Mention name of player when ordering.



Langdon AUTOGRAPH MODEL.
Largest and heaviest bat (except Meyers special model) used by any professional ball player. Weights from 51 to 55 ounces. Length 35 in.

Harry Johnson AUTOGRAPH MODEL.
Well balanced, comparatively light weight, with sufficient wood to give splendid driving power. Weights from 36 to 40 ounces. Length 34 1/2 in.

Frank W. Schulte AUTOGRAPH MODEL.
Very small handle, and balanced so that with a full swing, terrific driving power results. Weights from 37 to 41 ounces. Length 35 inches.

Samuel E. Crawford AUTOGRAPH MODEL.
Splendid model, comparatively small handle, well balanced. Weights from 40 to 44 oz. Length 35 in.

Frank A. Chance AUTOGRAPH MODEL.
Extra large heavy bat with thick handle. Weights from 44 to 46 ounces. Length 35 inches.

Ed Clarke AUTOGRAPH MODEL.
Different model from that formerly used by Clarke, improved in balance, model and length. Weights from 39 to 43 ounces. Length 34 1/2 inches.

Pep O'Connell AUTOGRAPH MODEL.
Short bat, large handle, well rounded end. Weights from 40 to 44 ounces. Length 32 1/2 in.

Mully J. Huggins AUTOGRAPH MODEL.
Short bat, small handle, but body quite thick. Weights from 38 to 42 ounces. Length 32 inches.



Jimmie Zimmon AUTOGRAPH MODEL.
One of the best all around models ever produced. Medium small handle and well distributed striking surface. Equally suitable for the full swing and for the choke style of batting. Weights from 40 to 45 ounces. Length 34 inches.

We can also supply on special orders Donlin, Oakes, Keeler and Evers Models.

Jimmie Albright AUTOGRAPH MODEL.
The smallest, shortest and lightest bat used by any professional player. Specially adapted to small or light men. Weights from 35 to 39 ounces. Length 31 inches.

SPECIAL MADE TO ORDER PLAYERS' MODEL BATS

We can supply on special orders Model Bats same as we have made for the most famous batsmen on National and American League Teams.

BAKER, Philadelphia, American League	Model B	MEYERS, New York, National League	Model M
CALLAHAN, Chicago, American League	Model C	GOLDING, Philadelphia, American League	Model O
DAUBERT, Brooklyn, National League	Model D	PASKERT, Philadelphia, National League	Model P
FLETCHER, New York, National League	Model F	SPEAKER, Boston, American League	Model S
HERZOG, New York, National League	Model H	THOMAS, Philadelphia, American League	Model T
LUDERUS, Philadelphia, National League	Model L	WHEAT, Brooklyn, National League	Model W

The original models from which we have turned bats for the above players we hold at our Bat Factory, making duplicates on special order only. These special order bats do not bear the Players' Autographs. We require at least two weeks' time for the execution of special bat orders.

Spalding Special Model Bats. Professional Oil Finish. Not Carried in Stock. Each, \$1.00

Spalding bats improve with age if properly cared for. Bats made specially to order, should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

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Spalding Genuine Natural Oil Tempered Bats

No. 100T. Made of the highest quality, thoroughly seasoned second growth ash, specially selected for resiliency and driving power; natural yellow oil tempered, hand finished to a perfect dead smooth surface. We added this line for 1914 to give our customers what might really be termed the "WORLD SERIES" assortment, comprising models that have actually won the American League and National League Championships during the past few years. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model T1. 33 1/2 in.	36 to 41 oz.	Model T5. 32 1/2 in.	44 to 48 oz.	Model T9. 33 1/2 in.	45 to 50 oz.
Model T2. 34 in.	39 to 43 oz.	Model T6. 34 1/2 in.	41 to 45 oz.	Model T10. 36 in.	43 to 47 oz.
Model T3. 35 in.	40 to 44 oz.	Model T7. 34 in.	43 to 47 oz.	Model T11. 34 in.	37 to 41 oz.
Model T4. 34 1/2 in.	38 to 42 oz.	Model T8. 33 in.	45 to 50 oz.	Model T12. 35 in.	40 to 45 oz.

Spalding New Special College Bats

No. 100M. An entirely new line, special new finish; special stain and mottled burning; carefully filled, finished with best French polish. Wood is finest second growth Northern ash, specially seasoned. Models are same as we have supplied to some of the most successful college players. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model M1. 31 in.	35 to 39 oz*	Model M5. 34 in.	40 to 44 oz.	Model M9. 35 in.	40 to 45 oz.
Model M2. 34 1/2 in.	40 to 45 oz.	Model M6. 33 in.	38 to 43 oz.	Model M10. 33 in.	37 to 43 oz.
Model M3. 31 1/2 in.	38 to 42 oz.	Model M7. 33 in.	37 to 43 oz.	Model M11. 35 in.	42 to 46 oz.
Model M4. 32 1/2 in.	40 to 45 oz.	Model M8. 34 in.	39 to 44 oz.	Model M12. 33 in.	40 to 44 oz.

Spalding Very Dark Brown Special Taped Bats

No. 100B. Very dark brown stained, almost black, except twelve inches of the handle left perfectly natural, with no finish except filled and hand-rubbed smooth, and then beginning four inches from end of handle, five inches of electric tape, wound on bat to produce perfect non-slip grip. Each, \$1.00

Furnished in any of the following six models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model B1. 31 in.	35 to 40 oz.	Model B3. 32 1/2 in.	40 to 44 oz.	Model B5. 34 in.	37 to 41 oz.
Model B2.* 32 in.	38 to 43 oz.	Model B4. 33 in.	39 to 46 oz.	Model B6. 34 1/2 in.	37 to 41 oz.

*Bottle shape.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

Spalding Trade-Mark Bats

No. 75. Record. Most popular models, light antique finish. One dozen in a crate (assorted lengths from 30 to 35 inches and weights, 36 to 42 ounces). Each, 75c.

No. 50M. Mushroom. Plain, special finish. Invaluable as an all around bat. Each, 50c.

No. F. "Fungo." Hardwood, 38 inches long, thin model. Professional oil finish. Each, \$1.00

No. 50W. "Fungo." Willow, light weight, full size bat, plain handle. Each, 50c.

No. 50T. Taped "League" ash, extra quality, special finish. Each, 50c.

No. 50. "League," ash, plain handle. 50c.

No. 25. "City League," plain handle. 25c.

No. 50B. "Spalding Junior," special finish. Specially selected models; lengths and weights proper for younger players. Each, 50c.

No. 25B. "Junior League," plain, extra quality ash, spotted burning. Each, 25c.

No. 10B. "Boys' League" Bat, good ash, varnished. Ea., 10c.

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN. DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH IMPROPER USE OR ABUSE.

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SPALDING CATCHERS' MITTS



No. 10-0



No. 7-0



No. 5-0

No. 11-0. "The Giant." Heavy brown leather face, specially shaped and treated. Leather laced back. Special "stick-on-the-hand" strap-and-buckle fastening. Ea., \$10.00

No. 10-0. "WORLD SERIES." Patented Molded Face; modeled after ideas of greatest catchers. Brown calfskin throughout. King Patent Padding (Patented June 28, 1910). Leather lace; leather strap and brass buckle fastening. Ea., \$8.00

No. 10-0P. "WORLD SERIES." Same as No. 10-0, except special perforated palm. King Patent Padding (Patented June 28, 1910). Each, \$8.00

No. 9-0. "Three-and-Out." Patented Molded Face; large model. Has deep "pocket," no seams or rough places on face. Hair felt padding; leather lace; leather strap; brass buckle fastening. Larger than No. 10-0. Each, \$8.00

No. 9-0P. "Three-and-Out." Patented "Perforated" Palm. Otherwise same as No. 9-0 Mitt. Each, \$8.00

No. 8-0. "Olympic." Palm of special leather that we put out last season in our "Broken-In" Basemen's Mitts and Infielders' Gloves. Leather prepared so it "holds the shape." Leather lace. Hand stitched, formed padding. Each, \$7.00

No. 7-0. "Perfection." Brown calfskin. Patent combination shaped face and Fox Patent Padding Pocket (Patented February 28, 1911) so additional padding may be inserted. Extra padding with each mitt. Leather lace. Each, \$6.00

No. 6-0. "Collegiate." Patented Molded Face. Special olive colored leather, perfectly tanned to produce necessary "pocket" with smooth surface on face. King Patent Felt Padding (Patented June 28, 1910). Padding may be adjusted readily. Leather lace. Each, \$5.00

No. 0G. "Conqueror." Special brown calf, bound with black leather. Semi-molded face used is a near approach to our genuine patented molded face. Hand stitched felt padding; patent laced back and thumb; leather laced; strap-and-buckle fastening. Heel of hand piece felt lined. Leather bound edges. Each, \$5.00

No. 5-0. "League Extra." Molded Face. Special tanned buff colored leather, soft and pliable, hand formed felt padding. Leather bound edges. Each, \$4.00

No. OK. "OK Model." Semi-molded, brown horse hide face, black leather side piece, brown calf back and finger piece; padded, special hand formed and stitched; bound edges. Each, \$4.00

All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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No. 2-0. "Leader." Brown oak leather face, back and finger piece, black leather side piece, red leather trimming. Padded. Leather lace. Ea. \$3.50

No. 4-0. "League Special." Molded Face. Brown leather; felt padding; reinforced, laced at thumb; patent laced back. . . Each, \$3.00

No. 3-0. "Decker Patent." Brown oak leather; laced back; strap-and-buckle fastening. \$3.50

No. OR. "Decker Patent." Black grain leather; reinforced, laced at thumb; laced back. \$2.50

No. OH. "Handy." Drab horse hide face, side and finger piece, brown leather back; black leather binding. Laced back; laced at thumb. \$3.00

No. O. "Interstate." Brown grain leather face, sides and finger piece, pearl grain leather back; laced at thumb; patent laced back. Ea., \$3.00

No. OA. "Inter-City." Large size. Cowhide face and finger piece, green leather back, black leather side piece. Red leather binding, leather lace. Laced back. Each, \$2.50

No. 1S. "Athletic." Smoked horse hide face and finger piece, brown leather side piece and back; laced back. Special padding. . . Each, \$2.00

No. 1R. "Semi-Pro." Black leather; reinforced, laced at thumb; laced back. Each, \$2.00

No. 1X. "Trade League." Face and finger piece buff colored, black back and side piece; leather lace; laced-back. . . . Each, \$2.00

No. 1C. "Back-Stop." Gray leather face and finger piece; brown leather side and back; laced at thumb; laced back. . . Each, \$1.50

No. 1D. "Champion." Black leather face, back, and finger piece, brown leather side. Padded; laced back. Each, \$1.50

No. 1A. "Catcher." Oak tanned face, back and finger piece, black leather side piece. Laced back; laced at thumb. Each, \$1.25

No. 2C. "Foul Tip." Oak leather. Padded; laced at thumb; back full laced. Each, \$1.00

No. 2R. "Association." Black smooth tanned leather face, back and finger piece; tan leather sides; padded; laced back. . . . Each, \$1.00

No. 3. "Amateur." Oak tanned face, back and finger piece. Laced thumb, laced back. Ea. 75c.

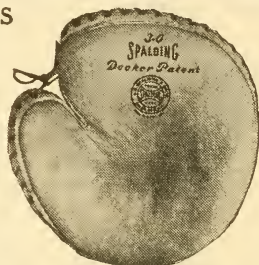
No. 3R. "Interscholastic." Black leather face, back and finger piece, sides of brown leather; padded; laced at thumb. Each, 75c.

No. 4. "Public School." Large size. Face, finger piece and back brown oak tanned leather; padded; reinforced, laced at thumb. Ea., 50c.

No. 5. "Boys' Delight." Face and finger piece of special brown oak tanned leather; canvas back; laced thumb; well padded. Each, 25c.

No. 6. "Boys' Choice." Brown oak tanned leather face; padded; laced thumb. Each, 25c.

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No. 3-0



No. 1S



No. 2C

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No. BXP



No. CO



No. DX



No. 2MF

Spalding "WORLD SERIES" Basemen's Mitts

Reg. U. S. Pat. Off.

No. ABX. "Stick-on-the-Hand." Calfskin. Leather lace; strap at back. Each, \$5.00
No. AAX. "First Choice." Broken-In Model. Special leather. King Patent Felt Padding. Each, \$5.00
No. AXX. "Good Fit." Selected brown calfskin, bound with black leather. Leather lacing. Ea., \$4.00
No. BXS. "League Special." Selected brown calfskin, bound with brown leather. Leather lacing. Leather strap support at thumb. Each, \$4.00
No. AXP. "WORLD SERIES." White buck. Leather lacing. King Patent Felt Padding. Each, \$4.00
No. BXP. "WORLD SERIES." Calfskin; leather lacing. Strap thumb. King Patent Felt Padding. Ea., \$4.00
No. CO. "Professional." Olive calfskin, specially treated. Padded; leather laced, except heel. \$3.00
No. CX. "Semi-Pro." Face of smoke color leather, back of brown, laced, except heel; padded. Ea., \$2.50
No. CD. "Red Oak." Brown leather, red leather binding. Laced, except thumb and heel. Each, \$2.50
No. CXR. "Amateur." Black calfskin face, black leather back and lining. Padded; laced. Ea., \$2.00
No. CXS. "Amateur." Special brown grained leather. Padded; laced, except at heel. Each, \$2.00
No. DX. "Double Play." Oak tanned, laced, except at heel. Nicely padded. Each, \$1.50
No. EX. "League Jr." Black smooth leather, laced all around, except at heel. Suitably padded. Ea., \$1.00

All Mitts described above, patented Aug. 10, 1910.

King Patent Padding, patented June 28, 1910.

"League Extra" Pitchers' and Basemen's Mitt

No. 1F. Face of special tanned leather, balance of brown calfskin. Without hump. Laced all around. Strap-and-buckle fastening. Each, \$3.50

Spalding Fielders' Mitts

No. 2MF. "League Special." Brown calfskin face and back; extra full thumb, leather web; leather lined. Each, \$3.00
No. 5MF. "Professional." Tanned olive leather, padded with felt; leather finger separations; leather lined; full thumb, leather web. Each, \$2.00
No. 6MF. "Semi-Pro." White tanned buckskin; leather finger separations; leather lined; large thumb, well padded, leather web. Each, \$1.50
No. 7MF. "Amateur." Pearl colored leather; leather finger separations; padded; leather lined; thumb with leather web. Each, \$1.00
No. 8F. "Amateur." Black tanned smooth leather; padded; leather lined; reinforced and laced at thumb. Strap-and-buckle fastening. Each, \$1.00
No. 9F. "League Jr." Boys'. Oak tanned leather, padded, reinforced and laced at thumb. Each, 50c.
All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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No.
AA1



No.
SS



No.
PX



No.
2XR

SPALDING INFIELDERS' GLOVES

No. VXL. "Just Right." Brown calfskin, specially treated to help players break glove into shape. Full leather lined. Weltd seams. King Patent Felt Padding (June 28, 1910). Each, \$5.00

No. SXL. "All-Players." "Broken-In" style; specially prepared leather. Needs no breaking in; simply slip it on and start playing. Finest quality material throughout. Full leather lined. Weltd seams. King Patent Felt Padding (June 28, 1910). Each, \$5.00

No. BB1. "WORLD SERIES." Professional model. Each, \$4.00

No. AA1. "WORLD SERIES." Professional model. Each, \$4.00

No. BB1. "WORLD SERIES." Professional model. Each, \$4.00

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Gloves described on this page are made regularly with Web of leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our diverted seam (PATENTED MARCH 10, 1908) between fingers, adding considerably to the durability of the gloves.

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SPALDING INFIELDER'S GLOVES

No. 4X. "Association." Brown leather, specially treated to make it pliable. Padded little finger; leather strap at thumb. Weltd seams. Leather lined. Each, \$2.00

No. 3X. "Semi-Pro." Gray buck leather. Large model. Padded; weltd seams. Leather lined. Each, \$2.00

No. 3XR. "Amateur." Black leather. Padded; extra large thumb; weltd seams. Leather lined. Ea., \$2.00

No. XL. "Club Special." Special white tanned leather. Correctly padded on professional model. Weltd seams. Full leather lined. . . . Each, \$1.50

No. XLA. "Either Hand." Worn on right or left hand. Special white tanned leather. Correctly padded. Weltd seams. Full leather lined. Each, \$1.50

No. 11. "Match." Professional style. Special tanned olive colored leather throughout. Weltd seams. Correctly padded. Full leather lined. Each, \$1.50

No. ML. "Diamond." Special model, very popular. Smoked sheepskin padded. Full leather lined. Ea. \$1.50

No. XS. "Practice." Velvet tanned leather. Weltd seams; inside hump. Full leather lined. Each, \$1.25

No. 15. "Regulation." Men's size. Brown leather, padded. Weltd seams. Palm leather lined. Ea., \$1.00

No. 15R. "Regulation." Men's size. Black leather, padded; inside hump. Palm leather lined. Ea., \$1.00

No. 10. "Mascot." Men's size. Olive leather, padded. Popular model. Palm leather lined. Ea., \$1.00

No. X. Men's size. Oak tanned brown leather. Professional model. Leather strap at thumb; padded. Weltd seams. Leather lined. . . . Each, \$1.00

No. XB. "Boys' Special." Professional style. Special white leather. Weltd seams. Leather lined. Ea. \$1.00

No. 12. "Public School." Full size. White chrome leather, padded; inside hump. Palm leather lined. Ea. 75c.

No. 12R. "League Jr." Full size. Special black tanned leather. Lightly padded, but extra long; palm leather lined. Weltd seams. Inside hump. Ea., 75c.

No. 16. "Junior." Full size. White chrome leather, padded; extra long. Palm leather lined. Each, 50c.

No. 13. "Interscholastic." Youths'. Oak tanned brown leather. Professional model, leather web at thumb; padded. Weltd seams. Leather lined. Ea. 75c.

No. 16W. "Star." Full size. White chrome leather. Weltd seams; padded. Palm leather lined. Ea. 50c.

No. 14. "Boys' Amateur." Youths' professional style. Special tanned white leather, padded; inside hump. Palm leather lined. . . . Each, 50c.

No. 17. "Youths'." Good size. Brown smooth leather. Padded; inside hump. Palm leather lined. Each, 50c.

No. 18. "Boys' Own." Oak tanned leather. Padded; inside hump. Palm leather lined. . . . Each, 25c.

No. 20. "Boys' Favorite." Oak tanned. Properly padded. Palm leather lined. . . . Each, 25c.

No. 14



No.
3X



No.
XLA



No.
XB



No.
14

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SPALDING BASE BALL MASKS

Spalding "WORLD SERIES" Open Vision Mask

Patented December 19, 1911; January 20, 1912

No. 10-0W. Special welded frame, including wire ear guard and circular opening in front. Has best features of mask manufacture. Weight is as light as consistent with absolute safety; padding conforms to face with comfort. . . . Each, \$5.00

Spalding Open Vision Specially Soldered Frame Mask

Patented December 19, 1911; January 20, 1912

No. 8-0. Heavily padded, specially soldered and reinforced frame of special steel wire, heavy black finish. Carefully reinforced with hard solder at joining points. This feature of maximum strength, together with our patented open vision, has the special endorsement of the greatest catchers in the National and American Leagues. . . . Each, \$5.00

Spalding "Special Soldered" Masks

No. 6-0. Each crossing of wires heavily soldered. Extra heavy wire frame, black finished; continuous style padding with soft chin-pad; special elastic head band. . . . Each, \$4.00

Spalding Open Vision Umpires' Mask

No. 5-0. Open vision frame. Has neck protecting attachment, and a special ear protection; nicely padded. Safest and most convenient. . . . Each, \$5.00

Spalding "Sun Protecting" Mask

No. 4-0. Patent molded leather sun-shade, protecting eyes without obstructing view. Finest heavy steel wire, black finish. Fitted with soft chin-pad, improved design; hair-filled pads, including forehead pad and special elastic head-band. Each, \$4.00

Spalding "Neck Protecting" Mask

No. 3-0. Neck protecting arrangement affords positive protection to the neck. Finest steel wire, extra heavy black finish; comfortable pads and special elastic head-strap. Each, \$3.50

Spalding "Semi-Pro" League Mask

No. O-P. Extra heavy best black annealed steel wire. Special continuous style side pads, leather covered; special forehead and chin-pads; elastic head-band. . . . Each, \$2.50

Spalding "Regulation League" Masks

No. 2-0. Extra heavy best black annealed steel wire. Full length side pads of improved design, and soft forehead and chin-pad; special elastic head-band. . . . Each, \$2.00

No. O-X. Men's size. Heavy soft annealed steel wire, black finish. Improved leather covered pads, including forehead pad; molded leather chin-strap. Special elastic head-band. Each, \$1.50

No. OXB. Youths' mask. Black finish, soft annealed steel wire. Continuous soft side padding, forehead and chin-pad. Each, \$1.50

No. A. Men's. Black enameled steel wire, leather covered pads, forehead and chin-pad. . . . Each, \$1.00

No. B. Youths'. Black enameled steel wire, and similar in quality to No. A, but smaller in size. . . . Each, \$1.00

No. C. Black enameled; pads covered with leather, wide elastic head-strap, leather strap-and-buckle. . . . Each, 50c.

No. D. Black enameled. Smaller than No. C. Substantial for boys. . . . Each, 25c.



No. 10-0W



No. 8-0



No. 5-0



No. 4-0



No. 3-0



No. 2-0

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Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and "Standard Mercantile Policy," it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through a jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 15 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods and the same prices to everybody.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is the "Spalding Policy," which has already been in successful operation for the past 15 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*
PRESIDENT,

Standard Quality

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is guaranteed by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-eight years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros.

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ATHLETIC GOODS

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and is Official and Standard
Price 10 cents each

GRAND PRIZE



ST. LOUIS, 1904



GRAND PRIX



PARIS, 1900

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ARE THE STANDARD OF THE WORLD

A. G. SPALDING & BROS.

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

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BOSTON	MILWAUKEE	KANSAS CITY
PHILADELPHIA	DETROIT	SAN FRANCISCO
NEWARK	CINCINNATI	LOS ANGELES
ALBANY	CLEVELAND	SEATTLE
BUFFALO	COLUMBUS	SALT LAKE CITY
SYRACUSE	INDIANAPOLIS	PORTLAND
ROCHESTER	PITTSBURGH	MINNEAPOLIS
BALTIMORE	WASHINGTON	ATLANTA
LONDON, ENGLAND		ST. PAUL
LIVERPOOL, ENGLAND		LOUISVILLE
BIRMINGHAM, ENGLAND		DENVER
MANCHESTER, ENGLAND		NEW ORLEANS
EDINBURGH, SCOTLAND		DALLAS
GLASGOW, SCOTLAND		MONTREAL, CANADA
		TORONTO, CANADA
		PARIS, FRANCE
		SYDNEY, AUSTRALIA

Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's
Trade-Marked Athletic Goods are made are located in the following cities:

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.